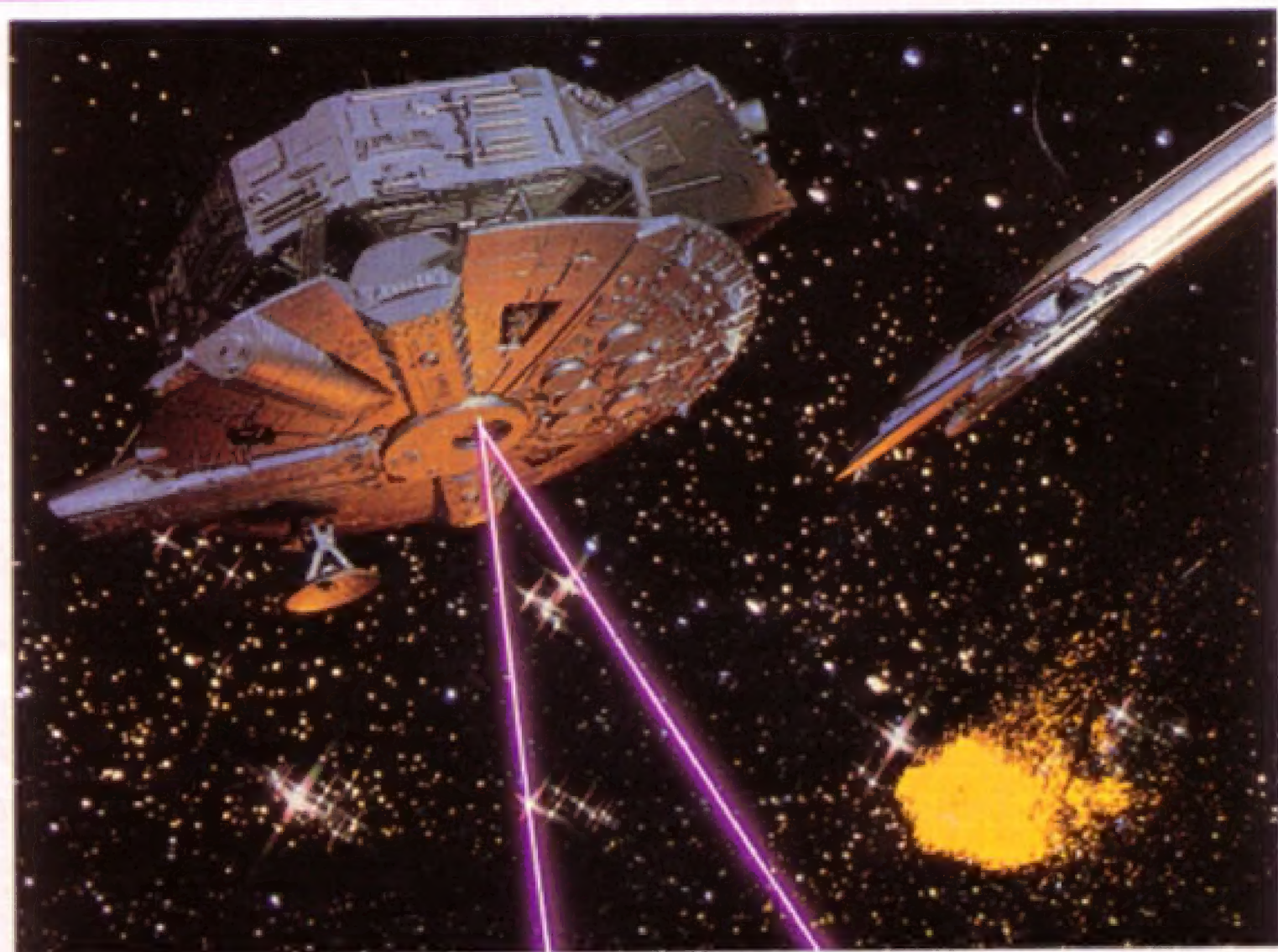




STAR VOYAGER™

GAME PROGRAM INSTRUCTIONS

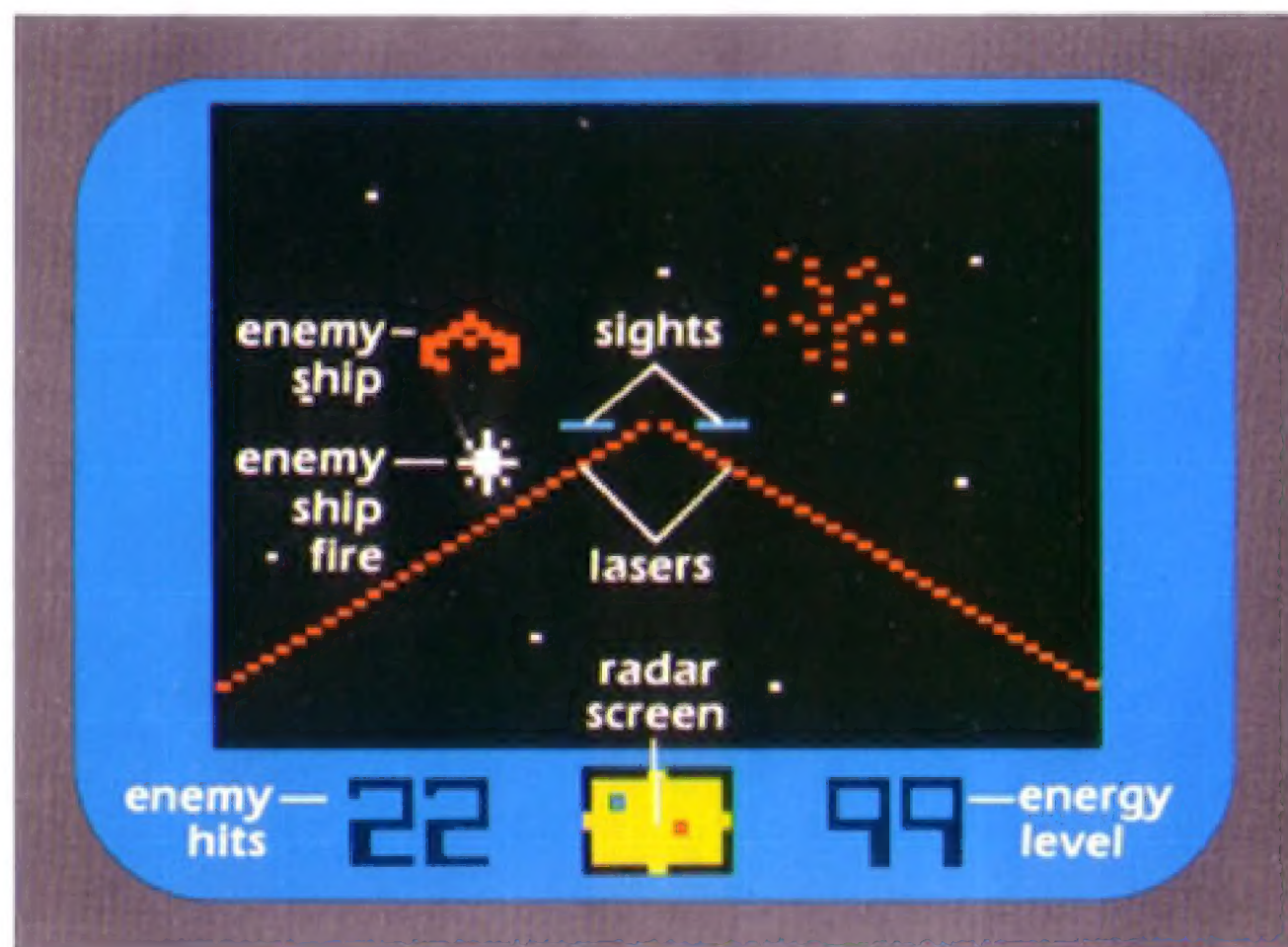


Returning from a secret diplomatic mission, the Astro-Cruiser Star Voyager receives an urgent stellar communication:

ZAKOR HAS BETRAYED NEW TREATY.
CAPITAL STARPORT UNDER SIEGE.
RELIEF IMPERATIVE. YOUR ASSIGN-
MENT: SMASH ZAKORAN BLOCKADE
OF THE SEVEN STAR PORTALS. ENERGY
SUPPLIES LIMITED. REFUEL ONLY AT
EACH STAR PORTAL. HURRY!

Game Objective

You pilot the Astro-Cruiser Star Voyager through treacherous space. From your position inside Star Voyager, you look out your star window and see stars rushing past. Zakoran enemy ships appear in the distance. They advance. They fire at you and crash into your invisible defense shields. That costs you energy points. Destroy them with your photon torpedoes or lasers, or try to avoid them and preserve your energy supply. Firing weapons drains Star Voyager energy, and you cannot refuel until you reach the next star portal.



The instrument panel across the bottom of your star window gives you valuable information that helps you determine the best strategy to use. The number of enemy ships you have destroyed appears on the left; the amount of energy points you have in reserve—to a maximum of 99—appears on the right. Your energy reserves provide power for Star Voyager weapon fire and defense shields. When energy runs out, you've had it! The

yellow box at the center of the instrument panel is your radar screen. A solid black dot represents an enemy ship. A flashing black dot tells you where the nearest star portal lies in relation to Star Voyager. Audio signals alert you to approaching enemy ships and star portals.

Note: Star Voyager itself does not appear on the radar screen. The center of the screen represents Star Voyager's position.

By reading the radar screen accurately, keeping track of your energy supply, listening for important signals and firing your weapons when it counts, you can successfully pilot Star Voyager through the star portals, smash the Zakoran blockade and earn an impressive rank. A formidable challenge lies ahead. Carry on!

Console Controls

- Insert cartridge in console, label up. Turn power switch to **on**.
- Flip Game Select Lever to choose one of the two Star Voyager games.
- Game number appears in lower left screen.
- Hit Game Reset Lever to begin action. Game begins again whenever Reset Lever is tapped.
- Red button on left joystick will reset selected game when current game ends.



Piloting Star Voyager

Your star window displays the hostile space you navigate. Steer Star Voyager with your joystick controller. It responds like pilot controls. That takes some getting used to. (See Training Mode for hints on how to practice.)

- Hold joystick so that the red firing button rests in upper left-hand corner.

Watch the stars moving on your star window. They provide a visual clue to the direction Star Voyager moves.

- To **climb**: pull joystick toward you. The stars will pass beneath you.
- To **dive**: push joystick away from you. The stars will move over you.
- To veer **right**: rotate joystick to the right. The stars will move left.
- To move **left**: rotate joystick left. The stars will shift right.

Radar, Star Portals and Enemy Ships

Enemy ships and star portals appear on your radar screen as a solid black dot (enemy ship) and a flashing blip (star portal).

When the flashing or solid dot appears at the center of your screen, that indicates that it is directly ahead of Star Voyager, though you may have to travel a great distance to reach it.

- As the ship or portal draws closer, it will appear on your star window as well as on your radar screen.
- Radar shows **approximate** location only.

How to Use the Radar Screen

The radar screen shows you, the pilot, what objects are coming up on your present course. You make command decisions accordingly. Practice steering by watching the star portal blip on your radar screen, since star portals, unlike enemy ships, remain fixed in place.

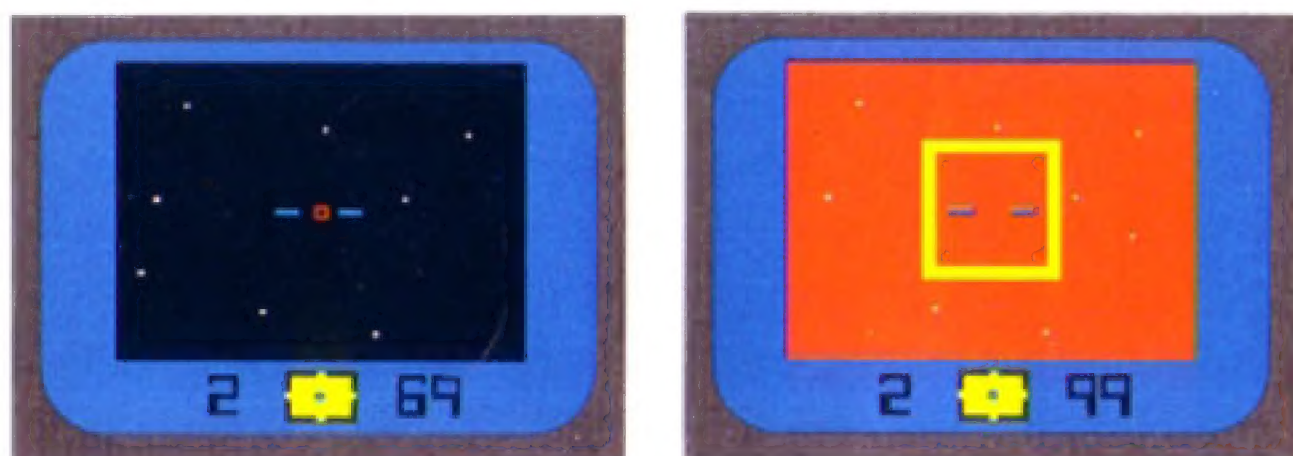
- As game begins, the star portal is dead center on radar.
- If Star Voyager moves to the left, it will be moving away from the star portal. The star portal, as a result, appears to move to the right. Actually, it remains in the same place; only Star Voyager is moving.
- Pilot Star Voyager right with your joystick and the star portal blip will move to the left on the radar screen.
- Pull joystick toward you and Star Voyager climbs. The star portal blip moves to the bottom of the radar screen.
- Push joystick away from you, and the Star Voyager dives. The star portal blip moves toward the top of the radar screen.

Star Portals

- Even at a distance, star portals sparkle.
- When Star Voyager comes within range of a star portal, the musical overture warns you.
- Maneuver star portal blip on your radar screen to dead center.
- Star portal will then appear on your star window.
- As Star Voyager gets closer, the star portal will grow.
- Keep star portal centered—if you move Star

Voyager off course and crash into the star portal once inside it, Star Voyager will be vaporized.

- When you successfully penetrate a star portal, your energy reserves jump back to 99.



Enemy Ships

- Enemy ships are red.
- They fire white pulsar bombs.
- If either strikes your defense shields, you lose precious energy points.
 - pulsar bomb hit: 16 energy points lost.
 - enemy ship crash: 15 energy points lost.

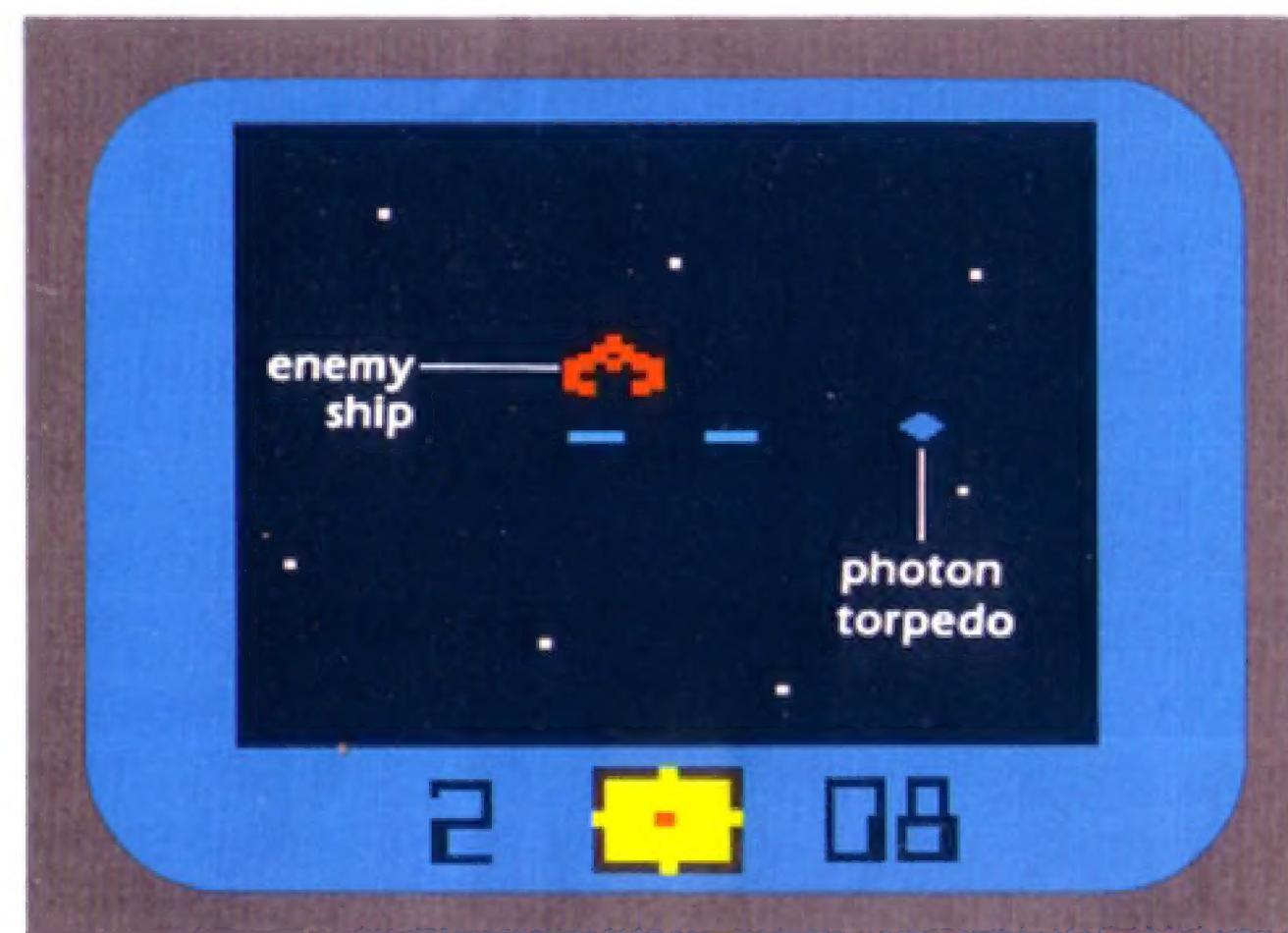
Weapon Choice

Obviously, weapons play a vital role in your survival. Weapon fire originates under Star Voyager's wings, located on either side of the star window.

- Sights at the center of your viewer show where your two lines of fire meet.
- The Right Difficulty Lever controls weapon choice.

The Star Voyager arsenal includes 2 weapon types:

- Lasers: set Right Difficulty Lever to position A.
- Photon torpedoes: set Right Difficulty Lever to position B.



Photon torpedoes cost 1 energy point each time fired.

Lasers use 10 energy points each time fired.

Though they use more energy, lasers have a wider, more effective range. Both destroy anything in their path.

Each time you fire, you lose energy points from the total which appears on the right of your instrument panel. To fire lasers or photon torpedoes: press red joystick button.

Note: If you select lasers (position A), but your energy reserves fall too low to support another laser shot, your defense system automatically shifts to photon torpedoes until energy reserves are completely drained.

Speed

The Left Difficulty Lever controls

- Star Voyager speed
- The speed of enemy attack
- How quickly star portals appear when within range
- For normal speed, select B
- For faster-paced action, select A

Audio Signals

Audio signals alert you to approaching enemy ships and star portals.

- 4 beeps indicate an approaching Zakoran ship.
- A musical overture sounds when a star portal comes within range.

Scoring

- Multiply your tally of enemy casualties by 5.
 - Add 10 points for each star portal penetrated.
- Determine the number of star portals crossed by the color of the viewer border:

Blue—Grey—Yel—Or—Grn—Viol—Pink—Blue
0 1 2 3 4 5 6 7
(Color tone varies depending on TV screen)

Your score earns you field promotions:

0—15	AWOL
16—47	▲ (one Chevron)
48—79	▲▲ (two Chevrons)
80—111	▲▲▲ (three Chevrons)
112—143	▲▲▲▲ (four Chevrons)
144—175	Lieutenant
176—207	Captain
208—	Admiral

Rankings appear at game's end.

Game Variations

1-Player Game:

- Select Star Voyager game 1. You oppose a computer-controlled foe.
- Use left joystick to pilot Star Voyager.
- Set Right Difficulty Lever to select lasers (A) or photon torpedoes (B) for left joystick.

Note: The fire button on the right joystick will fire whichever weapon is not selected for the left joystick.

2-Player Games:

Team up as Pilot and Weapons Officer. Select game number 1:

- Pilot uses left joystick.
- Weapons Officer uses right joystick.

For a combative challenge, select game number 2:

- Left joystick operates Star Voyager
- Right joystick maneuvers enemy ships and controls enemy pulsar bomb fire.

Training Mode

Practice Star Voyager by playing game number 2 alone. In this mode, the enemy ships will be sitting ducks.

- Use the left joystick.
- Set the Left Difficulty Lever to B (slow speed).

You'll learn to:

- recognize advancing Zakoran ships
- control your fire
- read the radar screen

Tactical Tips

- You can detonate enemy pulsar bombs before they strike your shields. This is energy-efficient since an enemy strike against Star Voyager shields costs more in energy points than one laser or photon shot.

- You can change weapon selections at any time during a game simply by flipping the Right Difficulty Lever.
- In a 1-player game, keep both joysticks plugged in and use the right joystick for the alternate weapon.
- If your energy reserves are nearly exhausted, try to evade Zakoran ships. Experiment with different patterns. Star portal signals will not occur as frequently—but at least you may survive long enough to come across one!
- When playing the faster-paced mode (Left Difficulty Lever set on A), try to keep the star portal blip on the radar screen close to center. Then, when you hear the star portal signal, you'll be in a position to line up the star portal quickly and not miss the opportunity.

A note about your screen:

If you leave a Star Voyager screen on your TV for 15 or more minutes without playing, the screen automatically shifts to reduced brightness. To restore full brightness, flip Game Reset Lever, or press button on left joystick.

IMAGIC VIDEO GAME CARTRIDGE TWO YEAR LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for TWO YEARS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

IMAGIC
Customer Services
P.O. Box 2055
Saratoga, CA 95070

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF TWO YEARS FROM THE DATE OF PURCHASE. IMAGIC IS NOT LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth above may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



STAR VOYAGER™

Imagic wants you to be
as pleased in playing
our games as we are in
providing them.
Your playing pleasure is
our chief concern, so if
you have questions about
this game, please
let us know.
Please write to:

IMAGIC
Consumer Affairs
20665 Fourth Street
Saratoga, CA 95070

Designed by Bob Smith

©1982 IMAGIC All Rights Reserved.
Printed in USA

Model No. Rev B 700602-1